AMENDMENTS TO THE CLAIMS

Please amend the claims as indicated hereafter.

1.   (Currently Amended) A system for displaying photographic images, the system comprising a combination of:

a gaming console for playing a video game;

a communications means for connecting the gaming console to a wide area network;

a domestic visual display unit for displaying at least one digitised photographic image data to a user of the gaming console;

a permanent data store connected to the wide area network, the permanent data store storing the digitised photographic image data and comprising transmission means for transmitting part or all of the digitised photographic image data to the gaming console;

a portable digital data store residing in the gaming console;

a viewing application program residing in the gaming console, the viewing application program comprising a communications program for receiving the digitised photographic image data from the permanent data store, the viewing application program being arranged to configure the gaming console to display the digitised photographic image data on the domestic visual display unit when the digitised photographic image data has been received by the gaming console, the viewing application program forwarding input selections made by a gaming controller of the gaming console to a remote gaming console, the input selections of the gaming controller being used to control how the digitised photographic image data is being viewed on the domestic visual display unit and further being used to control how the digitised photographic image data is being viewed on a remote display of the remote gaming console;

a the remote gaming console;

a the remote display coupled to the remote gaming console; and

a remote communications means for connecting the remote gaming console to the wide area network, wherein the gaming console and the remote gaming console communicate via the wide area network such that the remote gaming console synchronizes and copies display operations of the gaming console corresponding to the transmitted input selections so that a user of the gaming console controls viewing of the digitised photographic image data displayed on the remote display, and such that a second user views the digitised photographic

2

image data on the remote display as the digitised photographic image data is being actively controlled by the user of the gaming console.

2.	(Original) A system according to Claim 1, wherein the domestic visual display unit comprises a television.

3.	(Currently Amended) A system according to Claim 1, wherein the viewing application program is arranged to enable multiple images of the digitised photographic image data to be displayed to the user simultaneously and a ~~the~~ gaming controller of the gaming console is arranged to enable the user to navigate though the multiple images.

4.	(Original) A system according to Claim 3, wherein the multiple images are in the form of thumbnail images.

5.	(Previously Presented) A system according to Claim 1, wherein the viewing application program comprises a plurality of user-selectable digital effects algorithms for altering the presentation of the digitised photographic image data on the domestic visual display unit.

6.	(Original) A system according to Claim 1, wherein the portable digital data store comprises a plurality of user-selectable viewing application programs, each program providing a different algorithm for displaying the digitised photographic image data in a different way on the domestic visual display unit.

7.	(Original) A system according to Claim 6, wherein each program is arranged to provide a different photo enhancement of the digitised photographic image data.

8.	(Original) A system according to Claim 1, wherein the communications program is arranged to transmit a user selection command to a remote party.

3

9.   (Original) A system according to Claim 1, wherein the gaming console comprises means for receiving and digitising a user's voice into voice data and the communications program is arranged to transmit the voice data over the wide area network to a remote party.

10.   (Original) A system according to Claim 1, wherein the communications program is arranged to implement compression of data to be transmitted and decompression of data received via the communications means.

11.   (Currently Amended) A system according to Claim ~~1~~ 8, wherein the communications program comprises an applet for enabling two-way communications between the gaming console and the remote party, the two-way communications comprising pointer commands from either the user of the gaming console or the second user of the remote gaming console that are concurrently displayed on the domestic display unit and the ~~further domestic visual~~ remote display of the remote gaming console.

12.   (Original) A system according to Claim 11, wherein the applet is arranged to password protect access to part or all of the data to be transmitted by the communications means with the user inputting a password associated with the data to be transmitted.

13.   (Original) A system according to Claim 11, wherein received data is password protected and the applet is arranged to enable access to part or all of the received data once the user has input a correct password associated with the received data.

14.   (Previously Presented) A system according to Claim 1, wherein the remote gaming console further comprises:

a remote digital data store;

a remote viewing application program; and

a remote communications program for receiving the digitised photographic image data from the permanent data store via the wide area network,

wherein the remote viewing application program being arranged to configure the remote gaming console to display the digitised photographic image data on the remote display when the digitised photographic image data has been received by the remote gaming console.

4

15. (Previously Presented) A system according to Claim 14, wherein the remote gaming console comprises means for receiving and digitising a third party's voice into voice data and the remote communications program is arranged to transmit the voice data over the wide area network to the gaming console.

16. (Previously Presented) A system according to Claim 14, wherein the remote communications program is arranged to implement compression of data to be transmitted and decompression of data received via the wide area network.

17. (Previously Presented) A system according to Claim 14, wherein the remote communications program comprises an applet for enabling two-way communications between another remote gaming console of a third party and the gaming console of the user.

18. (Original) A system according to Claim 17, wherein received data is password protected and the applet is arranged to enable access to part or all of the received data once the third party has input a correct password associated with the received data.

19. (Currently Amended) A system for displaying a personal digital photographic images, the system comprising a combination of:

a gaming console for playing a video game;

a data communications module for connecting the gaming console to a wide area network;

a domestic visual display unit for displaying the personal digital photographic images to a user of the gaming console;

a permanent data store connected to the wide area network, the permanent data store storing the digitised photographic image data;

transmission means for transmitting part or all of the digitised photographic image data from the permanent data store to the gaming console;

a portable digital data store residing in the gaming console;

a plurality of user-selectable viewing application programs residing in the gaming console;

a communications program for receiving the digitised photographic image data from the permanent data store via the transmission means, the plurality of viewing application

5

programs being arranged to provide different algorithms for displaying the digitised photographic image data in different ways and being arranged to configure the gaming console to display the digitised photographic image data on the domestic visual display unit in a user-selected way when the digitised photographic image data has been received by the gaming console;

a remote gaming console;

a remote display coupled to the remote gaming console; and

a remote communications means for connecting the remote gaming console to the wide area network,

wherein the gaming console and the remote gaming console communicate via the wide area network such that the gaming console forwards input selections made by a gaming controller of the gaming console to the remote gaming console, the input selections of the gaming controller being used to control how the digitised photographic image data is being viewed on the domestic visual display unit and further being used to control how the digitised photographic image data is being viewed on the remote display, and the remote gaming console synchronizes and copies display operations of the gaming console corresponding to the transmitted input selections so that a user of the gaming console controls viewing of the digitised photographic image data displayed on the remote display, and such that a second user views corresponding digitised photographic image data on the remote display as the digitised photographic image data is being actively controlled by the user of the gaming console.

20.   (Previously Presented) A system according to Claim 19, wherein each program is arranged to provide a different photo enhancement of the digitised photographic image data.

21.   (Currently Amended) A system for displaying a first user's personal digital photographic images, the system comprising a combination of:

a gaming console for playing a video game; the gaming console including a data communications module for connecting the gaming console to a wide area network;

a domestic visual display unit for displaying the video game to the first user when connected with the console;

6

a permanent data store connected to the wide area network, the permanent data store storing the first user's digitised photographic image data and comprising transmission means for transmitting part or all of the first user's digitised photographic image data to the gaming console via the wide area network;

a portable digital data store including a viewing application program and a communications program for receiving the first user's digitised photographic image data from the permanent data store via the communications means and the wide area network, the viewing application program being arranged to configure the gaming console to display the digitised photographic image data on the domestic visual display unit when the first user's digitised photographic image data has been received by the gaming console;

a further gaming console for playing a video game; the further gaming console including a further data communications module for connecting the further gaming console to the wide area network;

a further domestic visual display unit for displaying the video game to a second user when connected with the console; and

a further portable digital data store including a further viewing application program, the further viewing application program comprising a further communications program for receiving the first user's digitised photographic image data from the permanent data store via the further communications means and the wide area network, the further viewing application program being arranged to configure the further gaming console to display the first user's digitised photographic image data on the further domestic visual display unit when the first user's digitised photographic image data has been received by the further gaming console, wherein the gaming console and the further gaming console communicate via the wide area network such that the gaming console forwards input selections made by a gaming controller of the gaming console to the further gaming console, the input selections of the gaming controller being used to control how the digitised photographic image data is being viewed on the domestic visual display unit and further being used to control how the digitised photographic image data is being viewed on the further domestic visual display unit, and the further gaming console synchronizes and copies display operations of the gaming console corresponding to the transmitted input selections so that a user of the gaming console controls viewing of the digitised photographic image data displayed on the further domestic visual display unit, and such that a second user views the digitised photographic image data on the

7

further domestic visual display <u>unit</u> as the digitised photographic image data is being actively controlled by the user of the gaming console.

22.   (Original) A system according to Claim 21, wherein the further gaming console comprises means for receiving and digitising the second user's voice into voice data and the further communications program is arranged to transmit the voice data over the wide area network to the first user.

23.   (Original) A system according to Claim 21, wherein the further communications program is arranged to implement compression of data to be transmitted and decompression of data received via the further data communications module.

24.   (Currently Amended) A system according to Claim 21, wherein the further communications program comprises an applet for enabling two-way communications between the further gaming console of the second user and the gaming console of the first user, the two-way communications comprising pointer commands from either the first user or the second user that are concurrently displayed on the domestic display unit and the further domestic visual display <u>unit</u>.

25.   (Previously Presented) A system according to Claim 21, wherein received data is password protected and an applet is arranged to enable access to part or all of the received data once the second user has input a correct password associated with the received data.

26.   (Canceled)

27.   (Previously Presented) A system according to Claim 1, wherein the digitised photographic image data is communicated to the remote gaming console via a compact disk (CD).

28.   (Previously Presented) A system according to Claim 1, wherein the digitised photographic image data is communicated to the remote gaming console via the wide area network.

8

29.   (Currently Amended) A method for viewing pre-captured photographic images with video gaming consoles, comprising:

displaying at least one pre-captured photographic image on a local display using a local video gaming console in accordance with instructions from a user of the local video gaming console; and

displaying the pre-captured photographic image on a remote display using a remote video gaming console in accordance with instructions from the user of the local video gaming console, wherein the local video gaming console and the remote gaming console communicate with each other such that the local video gaming console forwards input selections made by a gaming controller of the local video gaming console to the remote gaming console, the input selections of the gaming controller being used to control how the digitised photographic image data is being viewed on the local display and further being used to control how the digitised photographic image data is being viewed on the remote display, and the remote video gaming console synchronizes and copies the way in which a user of the local video gaming console controls display of the pre-captured photographic image on the local display, and such that the pre-captured photographic image is displayed on the remote display in accordance with current control of the local display by the user of the local video gaming console.

30.   (Previously Presented) The method of claim 29, further comprising:

displaying a second pre-captured photographic image on the local display using the local video gaming console in accordance with navigating instructions from the user of the local video gaming console; and

displaying the second pre-captured photographic image on the remote display using the remote local video gaming console in accordance with the navigating instructions from the user of the local video gaming console.

31.   (Previously Presented) The method of claim 30, further comprising:

navigating between the pre-captured photographic image and the second pre-captured photographic image in accordance with the navigating instructions from the user of the local video gaming console;

displaying the navigated to pre-captured photographic image on the remote display in accordance with the navigating instructions.

9

32. (Previously Presented) The method of claim 29, further comprising:

displaying a plurality of thumbnail images on the local display using the local video gaming console in accordance with the instructions from the user of the local video gaming console, the plurality of thumbnail images corresponding to a plurality of pre-captured photographic images; and

displaying the plurality of thumbnail images on the remote display using the remote local video gaming console in accordance with the instructions from the user of the local video gaming console.

33. (Previously Presented) The method of claim 32, further comprising:

receiving a selection instruction from the user of the local video gaming console selecting one the plurality of thumbnail images on the local display;

displaying a corresponding pre-captured photographic image; and

displaying the corresponding pre-captured photographic image on the remote display in accordance with the selection instruction.

34. (Previously Presented) The method of claim 29, wherein the displaying on the local display further comprises displaying on a television.

35. (Previously Presented) The method of claim 29, wherein the displaying on the remote display further comprises displaying on a television.

36. (Previously Presented) The method of claim 29, further comprising:

receiving information corresponding to a user's voice;

digitising the received user's voice information into voice data; and

transmitting the voice data to the remote local video gaming console.

37. (Previously Presented) The method of claim 36, wherein the transmitting further comprises transmitting over at least a wide area network.

38. (Previously Presented) The method of claim 36, wherein the transmitting further comprises transmitting over at least a telephone link.

10

39.   (Previously Presented) The method of claim 36, wherein the transmitting further comprises transmitting over at least a modem.

40.   (Previously Presented) The method of claim 29, further comprising receiving the pre-captured photographic image at the remote local video gaming console from a compact disc (CD).

41.   (Previously Presented) The method of claim 40, further comprising receiving a password authorizing access to the pre-captured photographic image   such that the displaying the pre-captured photographic image on the remote display occurs

42.   (Previously Presented) The method of claim 29, further comprising:

displaying a pointer on the local display using the local video gaming console in accordance with instructions from the user of the local video gaming console; and

displaying a corresponding pointer on the remote display, wherein position of the pointer and position of the corresponding pointer correspond to each other in accordance with instructions from the user of the local video gaming console.

43.   (Currently Amended) A video gaming console, comprising:

a means for communicating to a display at least one pre-captured photographic image such that the pre-captured photographic image is displayed on a local display in accordance with instructions from a user of the video gaming console; and

a means for communicating the instructions from the user of the video gaming console to a remote video gaming console such that the same pre-captured photographic image is displayed on a remote display using the remote video gaming console,

wherein the video gaming console and the remote gaming console communicate with each other such that <u>video gaming console forwards input selections made by a gaming controller of the video gaming console to the remote video gaming console, the input selections of the gaming controller being used to control how the digitised photographic image data is being viewed on the local display of the video gaming console and further being used to control how the digitised photographic image data is being viewed on the remote display, and</u> the remote video gaming console synchronizes and copies the way in which a user of the video gaming console controls display of the pre-captured photographic image on

11

the local display, and such that the pre-captured photographic image is displayed on the remote display in accordance with current control of the local display by the user of the video gaming console.

44. (Previously Presented) The video gaming console of claim 43, further comprising a network communication means for communicating the instructions from the user of the video gaming console to the remote video gaming console over the network.

45. (Previously Presented) The video gaming console of claim 44, wherein the network communication means further comprises means for transmitting over at least a wide area network.

46. (Previously Presented) The video gaming console of claim 44, wherein the network communication means further comprises means for transmitting over at least a telephone link.

47. (Previously Presented) The video gaming console of claim 44, wherein the network communication means further comprises means for transmitting over at least a modem.

48. (Previously Presented) The video gaming console of claim 43, further comprising:
means for receiving the pre-captured photographic image from a memory;
means for communicating the pre-captured photographic image to the remote video gaming console.

49. (Previously Presented) The video gaming console of claim 43, further comprising a network communication means for communicating the pre-captured photographic image to the remote video gaming console over a network.

12

50. (Previously Presented) The video gaming console of claim 43, further comprising:

means for communicating a plurality of thumbnail images to the local display such that the thumbnail images are displayed on the local display in accordance with the instructions from the user of the video gaming console, the plurality of thumbnail images corresponding to a plurality of pre-captured photographic images; and

means for communicating the instructions to the remote video gaming console such that the plurality of thumbnail images are displayed on the remote display in accordance with the instructions from the user of the video gaming console.

51. (Previously Presented) The video gaming console of claim 50, further comprising:

means for receiving a selection instruction from the user of the local video gaming console selecting one of the plurality of thumbnail images on the local display;

means for communicating a corresponding pre-captured photographic image to the local display such that the pre-captured photographic image is displayed, the pre-captured photographic image corresponding to the selected thumbnail image; and

means for communicating the selection instruction to the remote display such that the pre-captured photographic image is displayed on the remote display in accordance with the selection instruction.

52. (Previously Presented) The video gaming console of claim 43, further comprising means for displaying a pointer on the local display using the local video gaming console in accordance with the instructions from the user of the local video gaming console, such that a corresponding pointer is displayed on the remote display, and wherein position of the pointer and position of the corresponding pointer correspond to each other.

13

53.   (Currently Amended) A program for viewing pre-captured photographic images with video gaming consoles stored on computer-readable medium, the program comprising logic configured to perform:

displaying at least one pre-captured photographic image on a local display using a local video gaming console in accordance with instructions from a user of the local video gaming console; and

communicating the pre-captured photographic image to a remote video gaming console such that the pre-captured photographic image is displayed on a remote display in accordance with the instructions from the user of the local video gaming console,

wherein the local video gaming console and the remote gaming console communicate with each other such that the local video gaming console forwards input selections made by a gaming controller of the local video gaming console to the remote gaming console, the input selections of the gaming controller being used to control how the digitised photographic image data is being viewed on the local display of the local video gaming console and further being used to control how the digitised photographic image data is being viewed on the remote display, and the remote video gaming console synchronizes and copies the way in which a user of the local video gaming console controls display of the pre-captured photographic image on the local display, and such that the pre-captured photographic image is displayed on the remote display in accordance with current control of the local display by the user of the local video gaming console.

54.   (Previously Presented) The program of claim 53, wherein the program further comprises logic configured to perform:

displaying at least one thumbnail image on the local display using the local video gaming console in accordance with the instructions from the user of the local video gaming console, the thumbnail image corresponding to the pre-captured photographic image; and

communicating the thumbnail image to the remote local video gaming console such that the thumbnail image is displayed on the remote display in accordance with the instructions from the user of the local video gaming console.

14

55.   (Previously Presented) The program of claim 53, wherein the program further comprises logic configured to perform:

receiving information corresponding to a user's voice;

digitising the received user's voice information into voice data; and

transmitting the voice data to the remote local video gaming console.

56.   (Previously Presented) The program of claim 53, wherein the program further comprises logic configured to perform:

displaying a pointer on the local display using the local video gaming console in accordance with the instructions from the user of the local video gaming console; and

transmitting information such that a corresponding pointer is displayed on the remote display, wherein position of the pointer and position of the corresponding pointer correspond to each other in accordance with the instructions from the user of the local video gaming console.

57.   (Previously Presented) The program of claim 53, wherein the program further comprises logic configured to perform:

displaying a plurality of pre-captured photographic images on the local display using the local video gaming console in accordance with instructions from the user of the local video gaming console;

navigating between the pre-captured photographic image and the second pre-captured photographic image in accordance with navigating instructions from the user of the local video gaming console; and

communicating the navigating instructions to the remote console such that the plurality of pre-captured photographic images are displayed on the remote display in accordance with the navigating instructions.